

IN THE SPECIFICATION

Please amend the paragraph on page 28, beginning at line 14 and ending at line 18, as follows:

A1
---Figs. 5A, 5B, and 5C ~~shows~~ show specific examples of display screens in the process for detecting actions and determining the action sequence. Player character actions that can be chosen by the player in the following example include "fight", "magic", and "use item", fight and ~~item~~ magic being included in normal actions, and items being included in use item.---

Please amend the paragraph on page 30, beginning at line 3 and ending at line 7, as follows:

A2
---If in step S23 it is determined that the player selected "magic," the procedure advances to step S27: S27, and action sequence A determined from selection of a "normal action" is again displayed as shown in Fig. 5B. When action sequence A is displayed, flag b is set ($b = 1$) in step S27, and the procedure advances to step S31.---